FREE INSIDE: GIANT SONIC POSTER!

No.3 26th JUNE 1993
Every Fortnight

sonic the comic

95p

Britain's OFFICIAL SEGA COMIC

starring

THE WORLD'S FASTEST BLUE HEDGEHOG!

and THE SEGA SUPERSTARS!

WONDER BOY
GOLDEN AXE
& SHINOBI

in all-new action!

WIN A SEGA MEGA CD!
LAST CHANCE!

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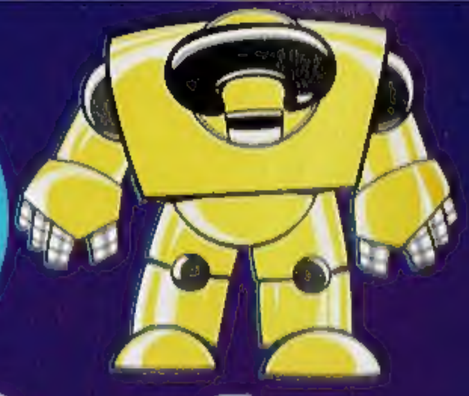
NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Here we go with issue three of Britain's only Sega-powered comic! Already it seems like Boomers everywhere have given Sonic The Comic a massive thumbs-up. The Control Zone mail bins are overflowing with your letters, drawings and Data Strips. It does my pleasure circuits a power of good to see the humes round here almost buried under your letters. Keep it up!

Check out STC's amazing free gift this issue. A giant poster, not only featuring our pal Sonic The Hedgehog, but, on the flip side, an added bonus of a fabulous Steel Talons poster, courtesy of the friendly humes at Domark. Scope out the Mega Drive game - it'll spin your rotors!

Enough chat from me. There's a thrill-packed issue ahead, Boomers, including the final part of The STC Grand Opening Compo. Get those entry forms in, Sega consoles and clothing are just waiting to be won!

Megadroid

Hot-shot Alert!

The high scores and achievements are rolling in from Boomers all over the country - but we still need more before STC starts its high score coverage. So, if you consider yourself a hot-shot on any particular Sega game - new or old - fill in the Data Strip at the back of this and every issue of STC and let your fellow Boomers know all about it.

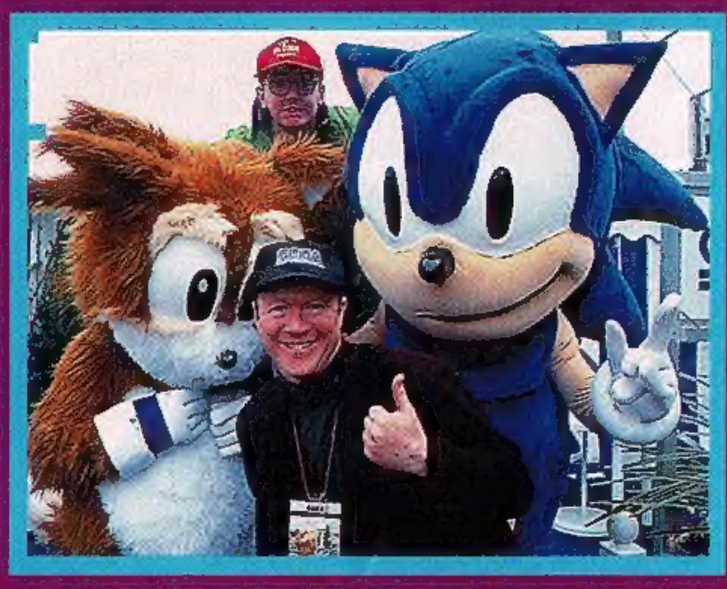
Kid Chameleon: A possible high-scoring game? Watch for the new comic strip coming soon to STC.

Sega Celebs!

WORLD OF SEGA

Forget those Hollywood tough guys who jet around the world opening burger restaurants, the true celebrities flock to the Sega Superstars. Take a look at these famous faces who recently had the honour to meet Sonic and Tails.

Terry and Brian of East 17 barely conceal their delight in meeting another pair of chart-busting champions. So, lads, how did your last album do compared to the sales of SONIC THE HEDGEHOG 2?



A very tall Chris 'Big Breakfast' Evans looms over Sonic and Tails. Meanwhile, David Jensen has his ear closely studied by Tails.

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

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The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up ▼ down — non mover NEW new entry RE re-entry

MEGA DRIVE

1	—	SUPER KICK OFF
2	—	PGA TOUR GOLF 2
3	—	TINY TOONS: BUSTER'S TREASURE
4	▲	ROAD RASH 2
5	▼	ANOTHER WORLD
6	—	STREETS OF RAGE 2
7	▲	SONIC THE HEDGEHOG 2
8	▲	LEMMINGS
9	RE ▲	WORLD OF ILLUSION
10	RE ▲	SPEEDBALL 2

MASTER SYSTEM

1	—	MICKEY MOUSE 2
2	—	SONIC THE HEDGEHOG 2
3	—	LEMMINGS
4	RE ▲	ALIEN STORM
5	RE ▲	GHOSTBUSTERS
6	▼	DARIUS 2
7	▲	WIMBLEDON TENNIS
8	▼	TAZMANIA
9	—	OUT RUN
10	RE ▲	G-LOC

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	—	MICK & MACK: GLOBAL GLADIATORS
3	▼	LEMMINGS
4	▼	SUPER KICK OFF
5	NEW	MICKEY MOUSE 2
6	▼	STREETS OF RAGE
7	▼	TAZMANIA
8	RE ▲	SUPER MONACO GRAND PRIX
9	RE ▲	SUPER SPACE INVADERS
10	RE ▲	OLYMPIC GOLD

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

MAYHEM IN THE MARBLE ZONE

Sonic THE HEDGEHOG

DEEP IN THE MARBLE ZONE.

YOU SHOULDN'T HAVE COME HERE, TUFFTEE!

COMING TO THE MARBLE ZONE WAS THE BIGGEST *MISTAKE* OF YOUR LIFE!

P-PLEASE— YOU DON'T HAVE TO DO THIS!

WE KNOW THAT, TUFFTEE...

BUT FLATTENING YOU WITH ONE OF THE MASTER'S WEIGHTS IS SO MUCH FUN!

PLEASE— I ONLY CAME HERE TO HELP MY *FRIENDS*.

I ONLY WANTED TO SAVE THEM FROM DR ROBOTNIK...

...JUST LIKE *SONIC* WOULD!

WE'RE NOT INTERESTED IN YOUR STUPID EXCUSES!

WE'RE ONLY INTERESTED IN ANY *LAST WORDS* YOU MIGHT HAVE!

Script: Mark Millar **Art:** Casanovas **Lettering:** Elitta Fell

MEANWHILE, BACK IN THE GREEN HILL ZONE...

SONIC! SONIC!

HE CAN'T HEAR ME. HAVE TO DO SOMETHING DRASTIC!

HEY, SONIC – TUFFTEE'S MISSING!

HUH? WATCH IT, TAILS! YOU'RE PLAYING WITH FIRE!

S-SORRY, BUT SALLY ACORN'S HERE. SHE'S VERY UPSET.

=SNIFF= MY POOR BABY BROTHER. HE JUST WANTED TO BE A HERO – LIKE YOU, SONIC!

HE FOUND A PAIR OF YOUR OLD POWER BOOTS AND RAN OFF TO FIGHT ROBOTNIK. =SOB=

THERE, THERE, SALLY.

HMM... MY OLD POWER BOOTS MIGHT STILL CONTAIN A BIT OF MY HIGH-SPEED ENERGY. IT WON'T LAST FOR LONG – BUT LONG ENOUGH TO GET TUFFTEE IN TROUBLE!

WHAT ARE WE GOING TO DO, SONIC?

TUFFTEE COULD BE IN DANGER!

SONIC... HUH?

WHERE'D HE GO?

FWOOOSHH!

DID YOU SEE HIS FACE? WHAT AN *ATTITUDE!*

LOOK AT HIM GO!

TUFFTEE SHOULD BE IN THE *MARBLE ZONE* BY NOW. BETTER STOCK UP ON AS MUCH *RING ENERGY* AS I CAN!

THAT PLACE IS A DANGER ZONE!

BETTER TAKE A SHORT CUT!

GO! GO! GO!

WHOA! THE SPECIAL ZONE! GUESS I PICKED UP A LITTLE TOO MUCH ENERGY!

JUST HOPE I CAN GET OUT OF HERE IN TIME!

NO! STOP! DON'T THROW ME INTO THE LAVA!

WE'VE GOT SOMETHING MUCH MORE FUN IN MIND.

WE'RE GOING TO TURN YOU INTO A BADNIK - ONE OF US!

NO!

STOP HIM! HE'S GETTING AWAY!

DON'T WORRY, HE WON'T GET FAR.

THWAPP!

LITTLE CREEP'S TOO BIG FOR HIS BOOTS!

FACE IT, PAL. YOU'RE HISTORY!

PLEASE, HAVE MERCY.

TIME TO JOIN US, FUR-FACE!

IT WON'T HURT A B...

HEY, WHAT'S THAT SOUND?

GROUND SHAKING!

SOMETHING COMING!

KKRASH

BOPP

KCHUNGG!

BOOM!

GUESS WHO, CREEPS!

COME ON OUT, PALS - YOU'RE FREE!

SONIC! MY HERO!

SONIC! ONE'S GETTING AWAY!

I'D RATHER SWIM IN LAVA THAN GET CAUGHT BY *HIM!*

ZZIP!

YOU'RE GOING NOWHERE!

OH, NO. *CRUSHER WEIGHT!*

HAH! YOU'RE FINISHED, SPIKEBALL!

SUDDENLY...

KTTOOM!

SONIC! *GET OUT OF THE WAY!*

UH? TUFFTEE?

GEE, I *SAVED YOU!* GUESS I'M A HERO AFTER ALL!

YEAH, RIGHT. DON'T GET ALL GUSHY, KID!

BOOPP!

EEP!

SOME TIME LATER, IN THE GREEN HILL ZONE...

OH, TAILS, I'M SO SCARED. I DON'T THINK I'M *EVER* GOING TO SEE TUFFTEE AGAIN.

DON'T WORRY, SALLY. SONIC WON'T LET YOU DOWN.

HI, SIS!

TUFFTEE!

SSKREE!

OH, TUFFTEE, YOU'RE *SAFE!*

DON'T WORRY ABOUT ME, SIS, I'M A HERO!

THAT REMINDS ME...

ONE LAST THING, SHORT-STUFF...

HEY, WHA-?

DON'T MESS ABOUT WITH THINGS THAT ONLY WORK FOR *ME!*

REMEMBER, THERE'S ONLY *ONE* SONIC THE HEDGEHOG!

NEXT ISSUE: **DAY OF THE BADNIKS!**

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Tony Takoushi.

DOUBLE CLUTCH

game type:
DRIVING
1 - 2 PLAYERS

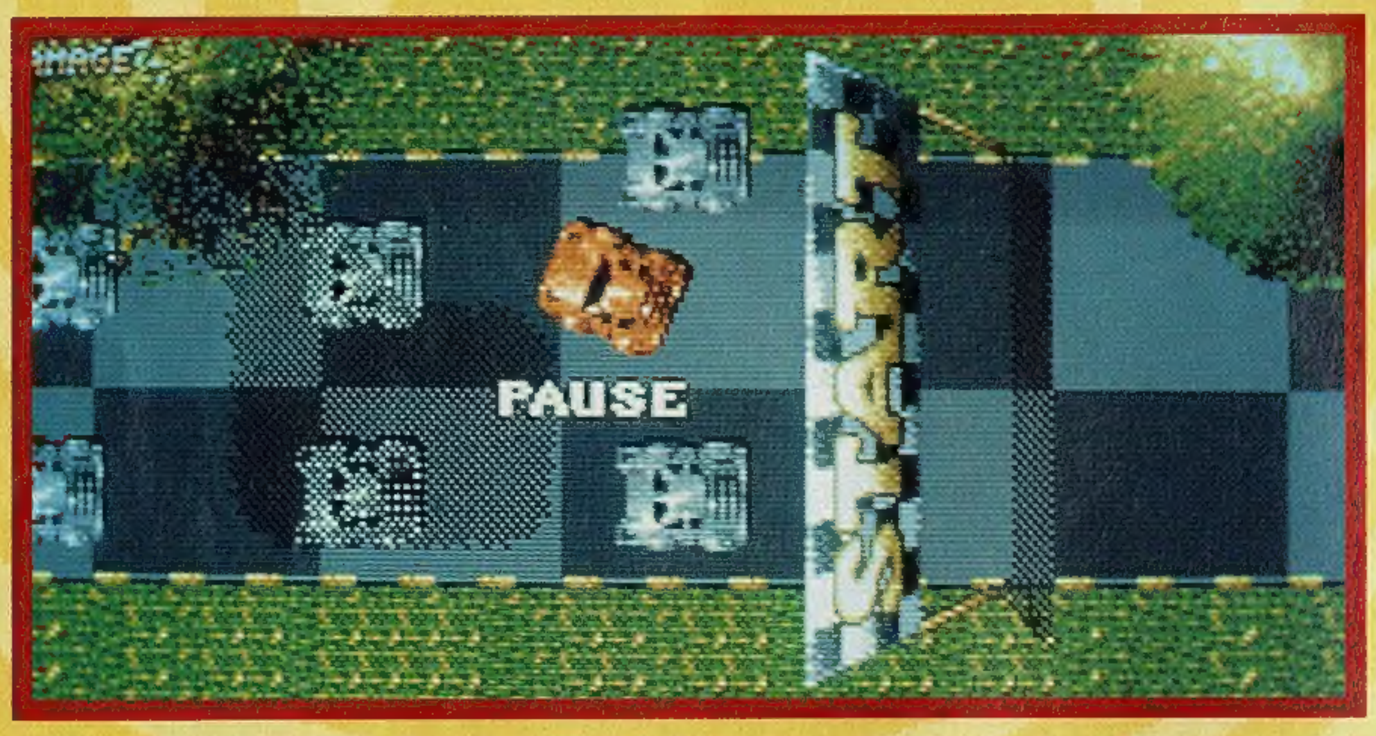
MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

DOUBLE CLUTCH is a top-down racer which can be played by one or two players. In one-player mode it is a good, challenging racer. In two-player mode it is hopelessly addictive! You just cannot wait to hammer the opposition - in the friendliest way, of course!



The courses have all the usual items like oil slicks, icy patches and part power-ups. There is also a special scanner to show where you are on the track and how far away the opposition is.

You can choose from three different drivers to start with, each with their own special driving skills. You also earn cash for each race you win which can be used to power up your car before the next race.

DOUBLE CLUTCH is unusual in that it is a two-megabit cart. The vast majority of Mega Drive games take up four megabits or more to beef up the graphics more.

Overall DOUBLE CLUTCH is average-looking but it plays very well and is a truly great two-player game.
- TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £34.99

GRAPHICS: 60
SOUND: 65
PLAYABILITY: 75

RAVES: Brilliantly playable game
GRAVES: Simple graphics

OVERALL: 70%

AFTERBURNER 3

game type:
SHOOT'EM UP
1 PLAYER

MCD

Recently, some magazines reviewed the Japanese import version of AFTERBURNER III - and hated it. Well, things have changed.

AFTERBURNER III has been substantially rewritten with more action, better controls and even faster moves!

Sega decided this classic title needed to live up to the high expectations in Europe and the US and it went to town to make sure that quality was delivered.

You get to fly a Tomcat jet fighter and have to intercept enemy forces. You are placed in a forward-facing cockpit and have to zap planes that come out of the horizon. You can spin 360 degrees or veer left or right as well as use your special afterburner to accelerate away from bogies who attack from behind. There are some great sequences with you zooming in and out of the cockpit, just like G-Loc in the arcades.

You also get to fly low-level bombing missions where you lob and fire missiles at ground level. This helps to break up the more routine play.

The music is absolutely gob-smacking; real finger-riggin', humpin' pumpin' stuff, with a little James Brown-style soul thrown in for good measure.

If you like high-flying shooters, AFTERBURNER III is a must-to-buy!
-TT.

FLASH

game type: PLATFORM

1 PLAYER

MS

Every so often you get to play a classic Master System title. MICKEY MOUSE is one good example and, I'm pleased to say, FLASH seems to have the same great play and presentation qualities. FLASH closely follows the style of the classic comic book and, more recently, TV adventures. You have to take on the villainous Twister across different scenarios, take out his henchmen and face fiendish dangers.

Flash can run, jump and spin like a top.You have to really pace yourself and learn the stages if you are going to crack the game. The action takes place against a horizontally scrolling backdrop littered with goodies, power-ups and beastly brutes. At first you may find the speed of the game daunting but hang in there!

The graphics are some of the best ever seen on the Master System. Sound is bouncy and adds to the gameplay which is very challenging.What really helps to set this game apart from the run of the mill platformers is the way the stages are laid out. The ledges and dangers are staggered so that you really have to get your timing right to get past certain sections.You have to mix your blinding speed attacks with careful jumps and palm-sweating ledge drops!

- TT.

FAST FAX

PUBLISHER: SEGA

PRICE: £30.00

GRAPHICS 80

SOUND 80

PLAYABILITY 75

RAVES: Great graphics, sound, playability and presentation

GRAVES: Plays fast. Beginners may find it hard going

OVERALL 80%

FAST FAX

PUBLISHER: SEGA

PRICE: £39.99

GRAPHICS 80

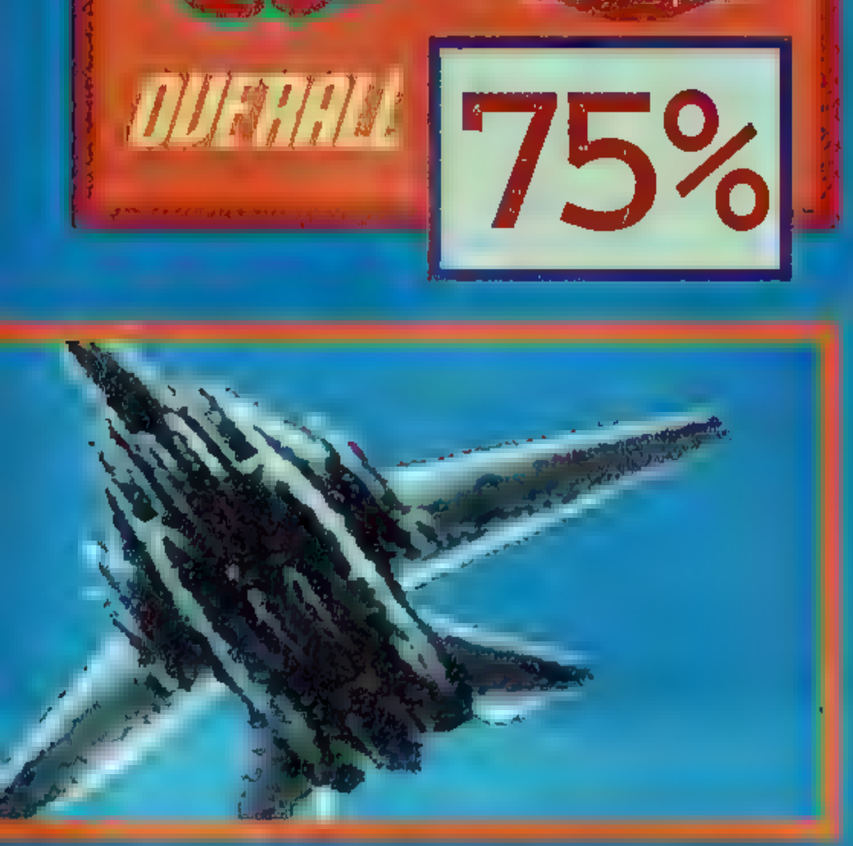
SOUND 85

PLAYABILITY 70

RAVES: Great music and a fast blast

GRAVES: Repetitive action. Appealing to shoot'em up fans

OVERALL 75%



REVIEW Zone eXTRA!

Grips & Bits

The add-on market for the Sega systems is growing rapidly. In this special STC survey David Gibbon scopes out the best in alternative control devices and necessary accessories to help your gameplay.

Megadrive Joysticks

ProPad - £16.99

The Mega Drive's joypad is a limited device with just three buttons and the D-pad. A number of replacement joypads have come onto the market but this has to be one of the best.

The manufacturers have gone mad while making this. It has everything a games player needs - extra features include two large buttons which you can use as an extra A, B or C button. Autofire can be set to full or semi and has three different speeds. A, B or C buttons can be set to autofire individually or all together. It even has slow motion, with two speeds to help you get through very fast games.

The whole thing looks very fashionable with it's see-through case and multi-coloured buttons.

RATING: 96%

Megastar - £29.99

Many computers users, switching to the Mega Drive, complain about the joypad. They find it difficult to use comapred to the more familiar joysticks. Even some newcomers to gaming don't like using them. So what's the solution? Buy a joystick of course!

The Megastar is a very large joystick so younger gamers will have to place it on a tabletop to play it's almost impossible to use it hand held. It has a number of features and is switchable, so left and right-handed gamers will find it easy to use.

It has autofire and slow motion, although there is only one setting, making it less flexible than the ProPad. The main stick is about 50 cm high, but it takesa lot of effort to move it. I stuck it to a table while playing Road Rash 2 and nearly pulled the table over!

The stick looks good with, again, a see-through design and is very robust, but it's better suited to the older gamer.

RATING: 74%

Sg Fighter - £17.99

Here's one for ex-computer users coming to the Mega Drive - a joystick that has been available for sometime for the Amiga.

The Sg Fighter is shaped to look just like a joystick in a fighter aircraft. The main stick is large and easy to move, making it great for fast-action games. It's bulky so it is best to use a table surface if you have small hands. Ten year-olds and up should find no problem holding it in their hands, though.

It features autofire and slow motion. Again, only one setting is allowed. The joystick has two red lights which come on when C or B buttons are pressed.

The biggest problem is the B button. When playing something like Road Rash 2, B must be pressed all the time to keep going which can lead to cramp as it's so small. Keeping one hand holding the joystick, another moving the main stick and trying to press the tiny B makes it difficult, to say the least!

It's possible to live with the B button, and if you must have a joystick this is certainly one of the best. The large stick makes playing games a dream.

RATING: 85%

Console Accessories

Logic 3 Multi-Case Mega Drive and Master System - £16.99

Logic 3 Game Gear Deluxe Carry-Case - £14.99

If you want to keep your system and games dust free and tidy then why not invest in a special bag. These cases are soft padded with an adjustable carrying strap. They have a main compartment for your system and a seperate part for your games. The Game Gear case also has space for a battery, power and car adaptor. A great idea.

RATING: 88%

Logic 3 Game Gear Battery Adaptor - £29.99

Logic 3 Game Gear Power Adaptor - £6.99

Logic 3 Game Gear Car Adaptor - £6.99

You know how boring long car journies get. However, you can now take your Game Gear and play the hours away by using a car adaptor. It just plugs into the car's lighter socket.

If you play with the Game Gear where electrcial sockets are available then you should definitely buy the Power Adaptor as buying batteries can cost a fortune.

If you must use batteries then it may be wise to invest in a Battery Adaptor. It is going to cost you nearly £40 and you also need the power adaptor to recharge it. You get two hours of play after recharging for seven hours.

RATING: 97%

BATTERY ADAPTOR RATING: 72%

Shinobi

The FEAR Pavilion part 3

IN THE STRONGHOLD OF RENEGADE NINJA ORGANISATION THE NEO ZEED, NINJA MASTER JOE MUSASHI MUST FIGHT GREAT MARTIAL ARTS CHAMPIONS TO FREE HIS LOVE, NAOKO.

I KNOW WHY YOU HAVE COME HERE, MY SON.

THEN YOU KNOW THAT IF YOU SERVE THE NEO ZEED, WE ARE ENEMIES.

IT IS A WISE MAN WHO KNOWS WHO HIS ENEMIES ARE.

IT IS A WISER MAN WHO RECOGNISES HIS FRIENDS.

CRICK!

Script: Alan McKenzie Art: Jon Haward Lettering: Ellie de Ville

WSHH!

YOUR WARNING IS NOTED...

WHO BUT A *FRIEND* WOULD GIVE FAIR WARNING BEFORE YOU BEGIN A FIGHT YOU CANNOT WIN?

BUT YOU STAND BETWEEN ME AND NAOKO.

I REGRET I MUST *DEFEAT* YOU AND PASS TO THE NEXT LEVEL.

AND I REGRET I MUST *PREVENT* YOU.

HAII!

HAAH!

HUUH!

UHHN?

YOU CANNOT DEFEAT WHAT YOU CANNOT TOUCH, MY IMPETUOUS YOUNG FRIEND.

PERHAPS ...

YAAH!

HAH!

RRRIIP!

AAK!

SSSH!

JON HAWARD

STOP! HOW DARE...

WHAT'RE YOU...?

OOOF!

WHEN I GET OUT OF THIS...

WHEN YOU GET OUT OF THAT, I'LL BE LONG GONE.

だ中人セ
巣ひ早
ス車ワ
タ学氏

TSK! TSK! THAT'S NO WAY FOR A HOLY MAN TO SPEAK!

ウレ大早
見子方
んきキス
目ルイ庄

NEXT: A NIGHT AT THE PEKING OPERA!

NEWS Zone

Sizzling Silpheed!

Latest news and pics of the hottest Mega CD game yet

The most awesome piece of Mega CD software yet is rapidly nearing completion.

Silpheed was previewed at last year's Consumer Electronics Show in Chicago. Then it looked stunning but the latest version is truly mind-blowing!

Silpheed features incredible space sequences with huge motherships rotating and exploding into literally thousands of pieces in front of your eyes.There are trench scenes straight out of 'Star Wars' and other amazing 360-degree space action.There are asteroid fields to weave through and zippy spaceships to zap and avoid.

It completely out-foxes and leaves out on a wing other well-known Star-type games!

Because of the complex technical nature of Silpheed no release date or price has yet been set, but these will be announced very soon.

Give it some Stick!

Prepare for hot action with Sega's new 6-button Arcade Power Stick.

This palm-sweating hunk of stick allows you to get the most from new games that have optional 6-button control - Street Fighter 2 comes to mind for some reason. You can switch between three and six-button games at the flick of a switch.

Its shape is similar to the old Arcade Power Stick and it is slightly bigger. The three extra buttons are situated in an arc across the original A, B and C buttons. There are also sliders for rapid fire and slo-mo functions.

For Street Fighter 2 and other fighting games it is a must-have item.

The new 6-button Arcade Power Stick retails at £24.99 and should be available wherever Sega products are sold - which is just about everywhere!

Coincidentally, there is also a new 6-button controller being released for the Sega Genesis (Mega Drive) in the USA. This one, however, is much smaller and is modelled on the standard Mega Drive joypad. Will it ever be released over here? Only Sega knows.

Where to Catch the Sega Bus

3rd & 4th July*

The Sega Bus, jam-packed full of Sega games systems, games, prizes and goodies, is visiting events and venues all over Britain this summer. If you live or are on holiday in any of the following places, look out for the big blue and white bus with Sonic on the side - and don't forget to tell them STC sent you!

Waddington, nr. Lincoln: Waddington Air Day - 3rd July

Humberside: Humberside International Air Festival - 4th July

Southampton: Southampton Balloon Festival - 3rd & 4th July

* These are the only confirmed dates available as this issue went to press. Look out for other venues the Sega bus might be visiting. More dates an places next issue.

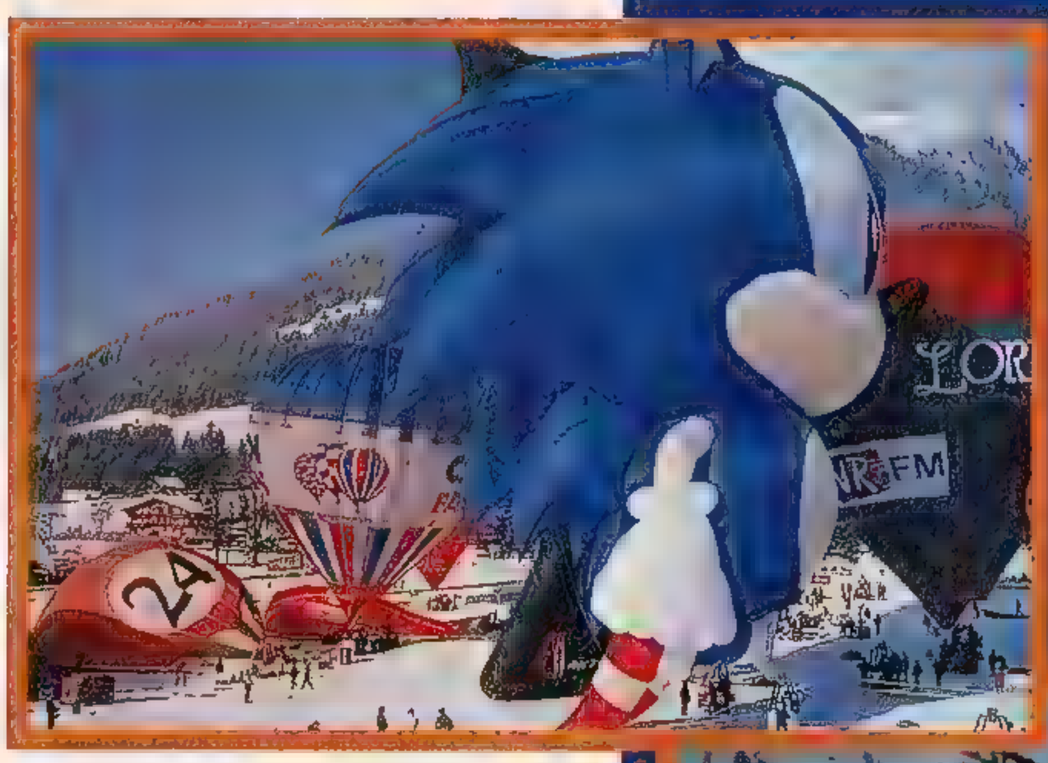
Sonic the Windbag!

What's 30 metres tall, full of hot air, blue, spikey, and flies above the trees very slowly? Why, Sonic The Balloon, of course!

This awesome piece of aeronautics first flew in public back in February and will be seen at major sporting and other events all over Europe this summer (see dates elsewhere).

Just to give you an idea how big the balloon is, the total amount of material used to make it would cover a football pitch!

British balloon-spotters will be able to catch sight of Sonic The Balloon at several events this summer. Watch STC for details.



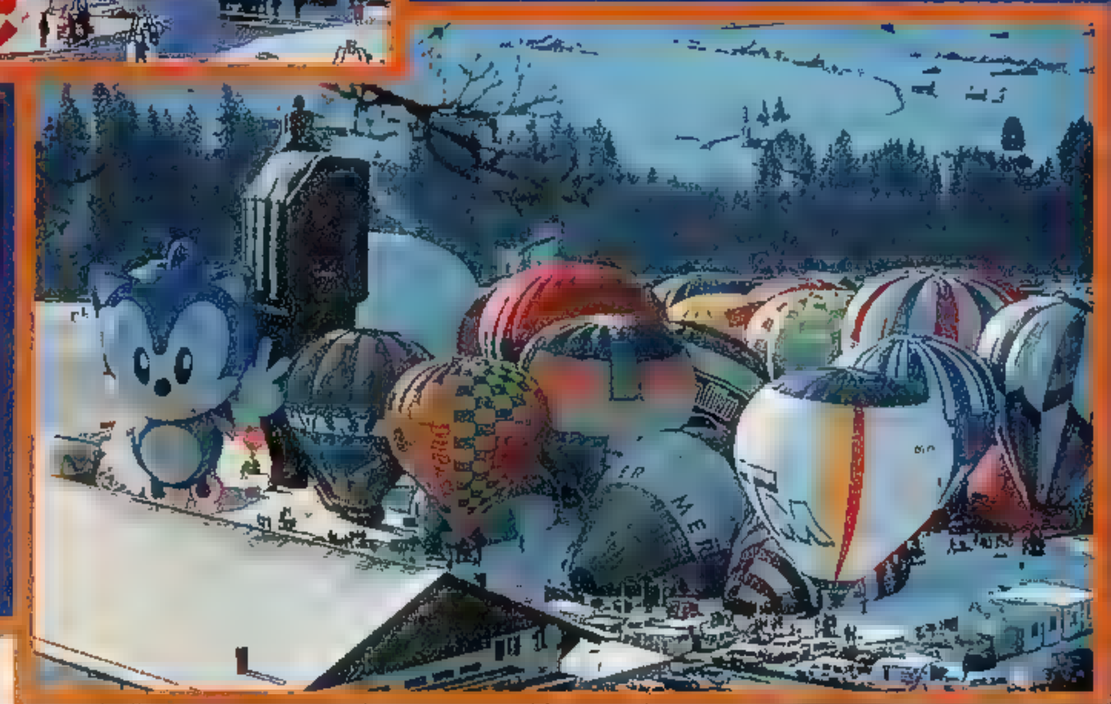
BALLOONWATCH

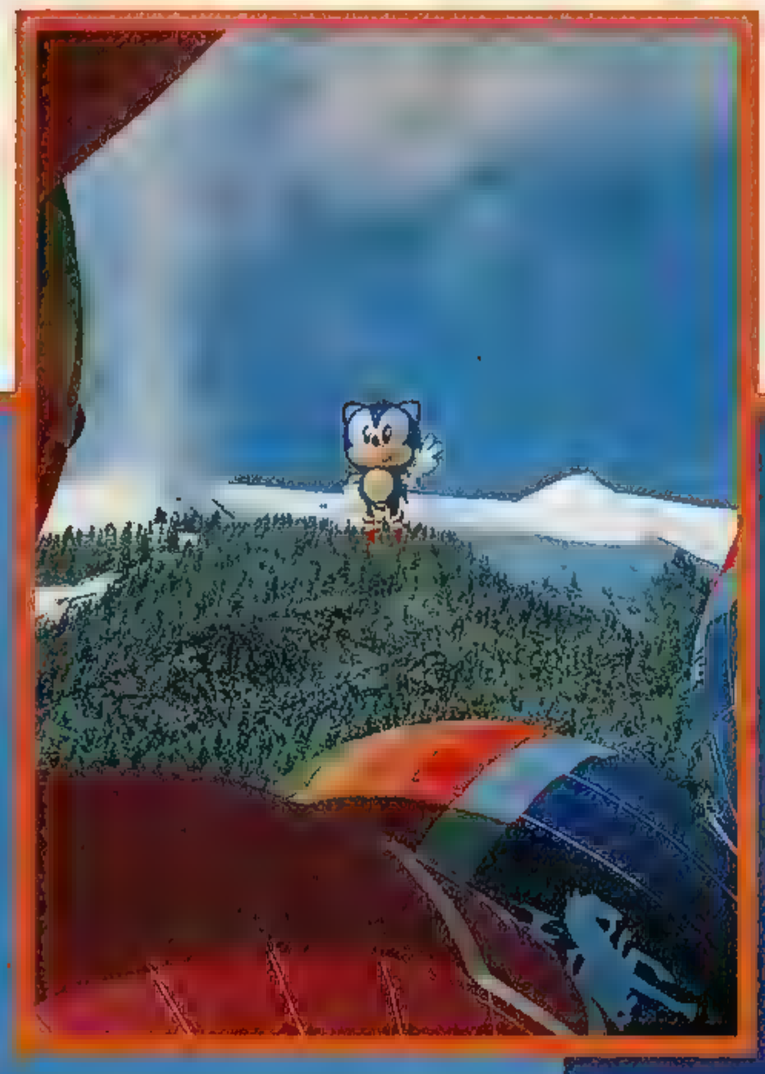
On your hols in any of these places? Look out for the Sonic balloon.

French Grand Prix at Magny Cours - 2nd - 4th July.

German Grand Prix at Hockenheim - 23rd - 25th July.

Hungarian Grand Prix at Budapest - 13th -15th August.





The Sonic balloon at its first public flight in Switzerland, back in February. Let's hope they kept his spikes away from the other balloons!

FREE GAMEWEAR BROCHURE FEATURING OUR COMPLETE RANGE PLUS CHEATS AND TIPS ON FAVOURITE GAMES

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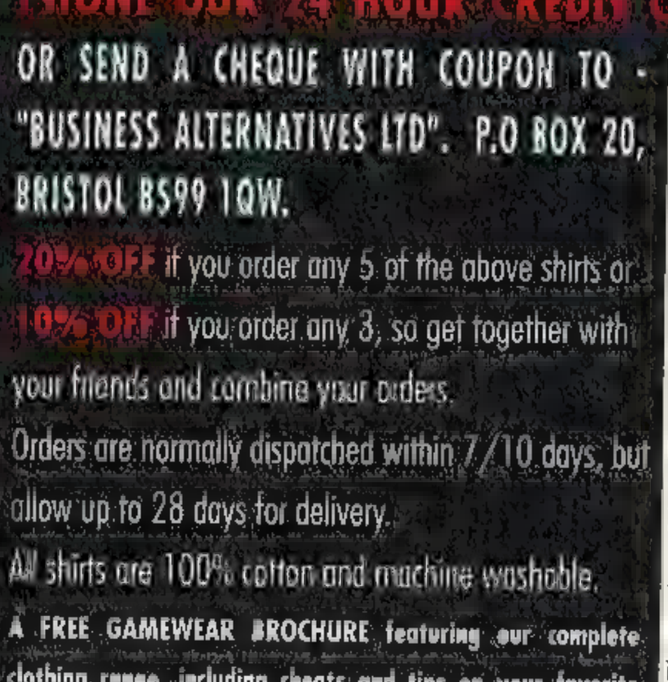
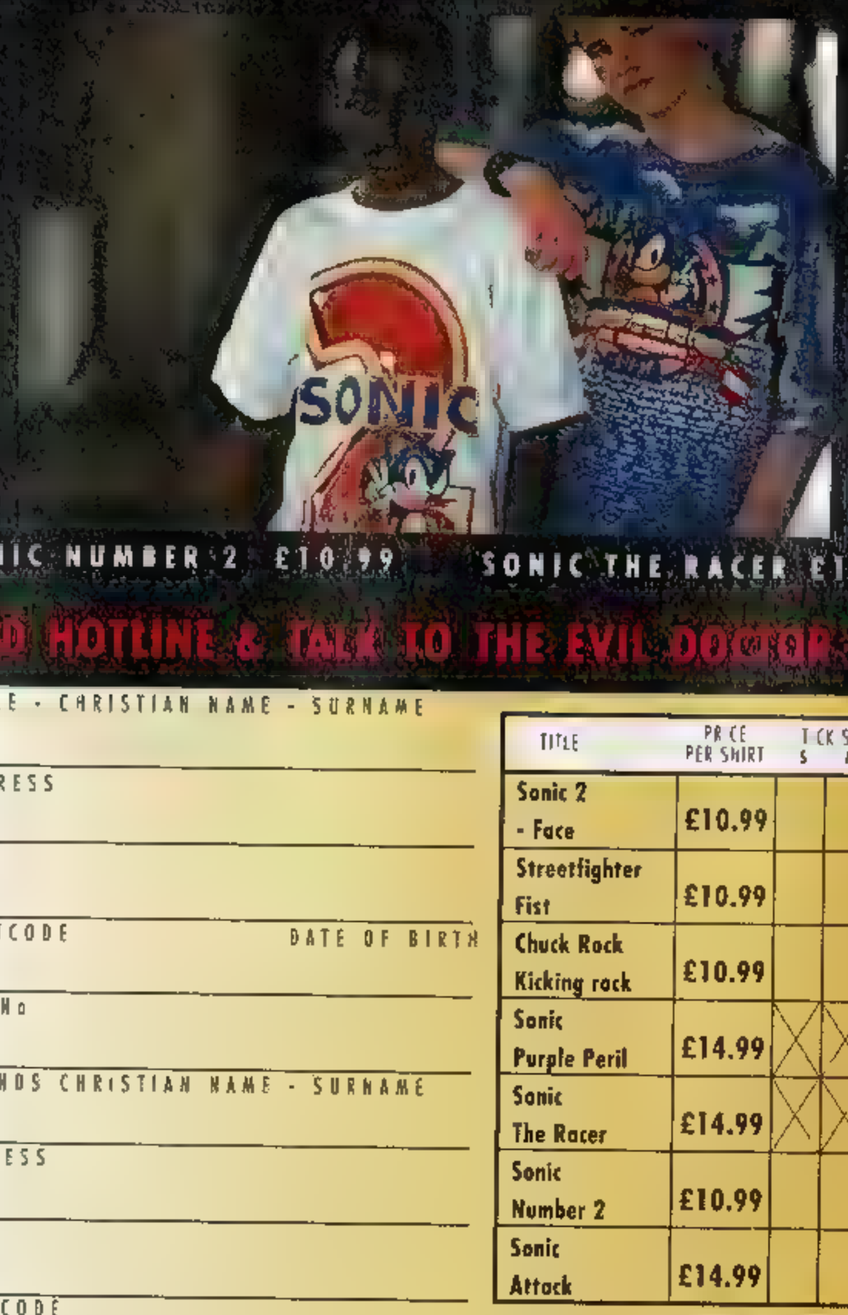


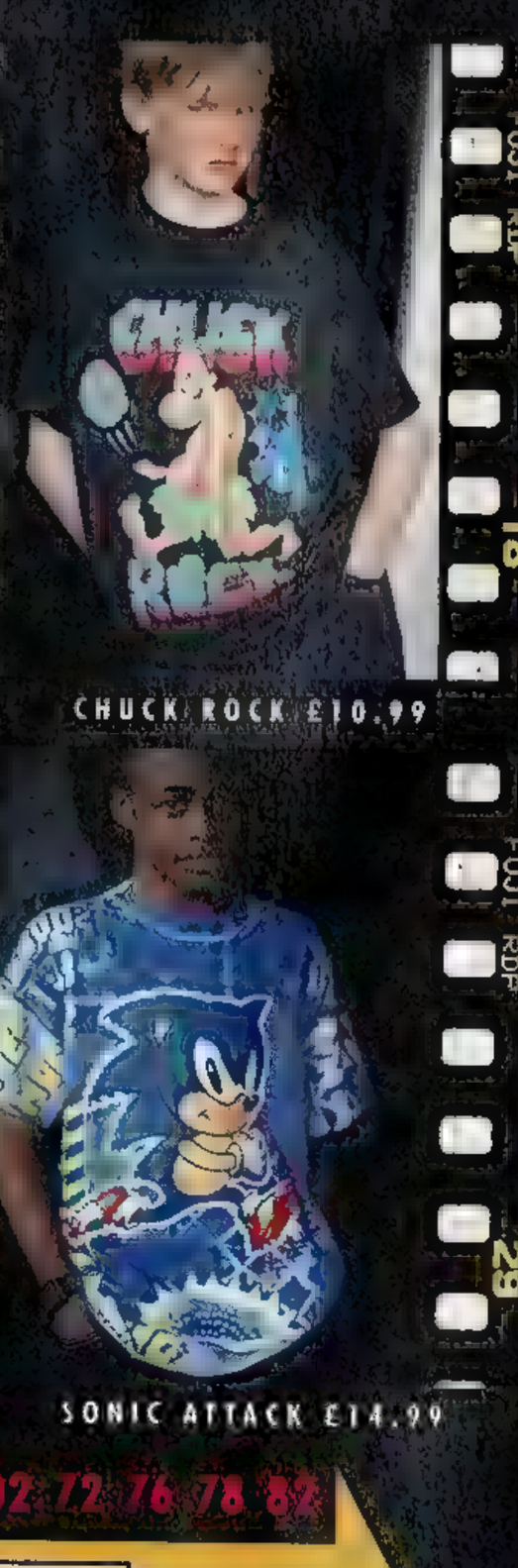
SONIC PURPLE PERIL £14.99

SONIC 2 - FACE SPECIAL OFFER PRICE £9.99

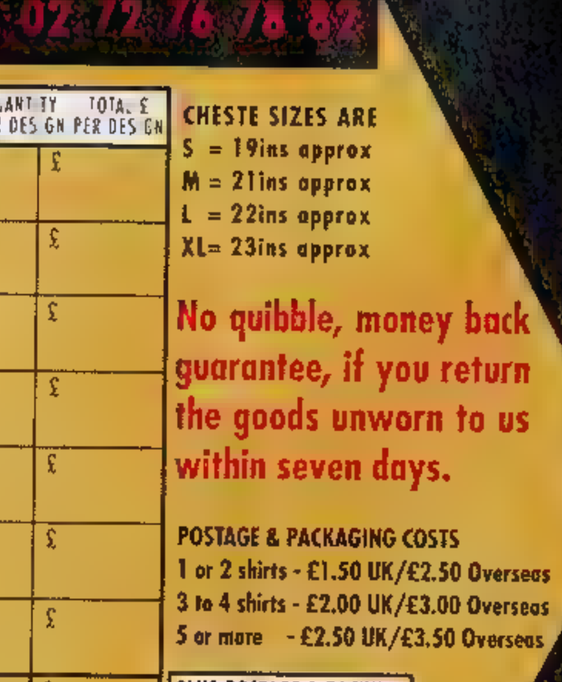


SONIC NUMBER 2 £10.99

SONIC THE RACER £14.99



CHUCK ROCK £10.99



SONIC ATTACK £14.99

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PLEASE COMPLETE THIS COUPON IN INK, WRITE CLEARLY AND IN CAPITAL LETTERS.

This is it! Your big chance to enter STC's -

GRAND OPENING COMPETITION!

MATCH THE NAMES TO THE GAMES AND YOU COULD WIN ONE OF THESE MEGA PRIZES!

Grand 1st PRIZE
A complete Mega CD System, including a Mega Drive and games!

2nd PRIZE
5 Sega Master Systems! including Alex Kidd Game

3rd PRIZE
3 Sega Game Gears! including Columns game
+ Sega T-shirts and Sega baseball caps

HOW TO ENTER

Listed on this page are four chart-busting Sega games and four names of characters. All you have to do is match the character to the game. Easy, huh? But be careful - one character is better known by another name in the game!

1. When you have matched a character to a game, write the letter that appears before it in the space provided on the entry form. For example, if you think that Axel Stone appears in WONDER BOY write the letter 'A' in box 3 on the form.
2. Follow the same procedure for all the other characters so that you end up with each box containing a letter.
3. Write your name, address and age CLEARLY in the spaces provided on the entry form.
4. Stick three Sonic Tokens (from STC nos. 1-3 or from the Special Preview issue of STC) firmly in the spaces provided.
5. Cut out the completed entry form and post it to SONIC THE COMIC, Grand Opening Compo, Fleetway Editions Ltd., Egmont House, 25-31 Tavistock Place, London WC1H 9SU, to arrive no later than 24th July, 1993, the closing date.

HERE IS YOUR 3rd SONIC TOKEN

MATCH THE NAMES TO THE GAMES:

A	AXEL STONE	1	REVENGE OF SHINOBI
B	JOE MUSASHI	2	SONIC THE HEDGEHOG 2
C	SHION	3	WONDER BOY
D	MILES PROWLER	4	STREETS OF RAGE

RULES

All entries must bear the entrant's own name, age and address plus three Sonic Tokens cut from Sonic The Comic or the Special Preview issue. After the closing date the first form picked from the pile of correct entries will win the Grand 1st Prize of a Sega Mega CD plus Mega Drive and games. The next five picked will each win a Sega Master System plus game. Remaining prizes will be awarded to the next correct entries in order of selection.
No entrant may win more than one prize. There can be no alternative awards, cash or otherwise. The editor's decision in final.
All winners will be notified and the full results published later in Sonic The Comic.

SONIC THE COMIC GRAND OPENING COMPETITION

ENTRY FORM

Enter each character's letter under the correct game number

1	2	3	4

Stick yer token here!

Stick yer token here!

Stick yer token here!

Name.....Age.....

Address.....

.....

Sonic The Comic Grand Opening Compo, Egmont House,
25-31 Tavistock Place, London WC1H 9SU.

The Legend of the GOLDEN AXE

Citadel of Dead Souls
Part 3

SORCERER BLACKSPELL IS HOLDING THE AMAZON TYRIS-FLARE AND THE DWARF GILIUS-THUNDERHEAD PRISONER. HE'S PREPARING TO SACRIFICE ONE OF THEM TO BRING THE EVIL EMPORER DARK GULD BACK TO LIFE. AX-BATTLER IS FIGHTING BENEATH THE CITADEL OF DEAD SOULS...

BIG ATTACK!

ZZZISS

GRAAK!

KLANG!

MAYBE THIS WILL STOP YOU!

AAARGH! CURSED HUMAN!

OOORFF-
---UH---

Script: Mark Eyles Art: Mike White Lettering: Richard Bird

IN THE DUNGEONS OF THE CITADEL OF DEAD SOULS.

AX-BATTLER!

LOOKS LIKE THE BIG LUNK'S BACK!

UH... WHA' HAPPENED? I MISS SOMETHING?

YOU WERE DEFEATED BY A SMALL BOTTLE OF SLEEPING POTION. PATHETIC REALLY.

GILIUS. TYRIS. WHAT'S GOING ON?

YOU TELL US. LAST TIME WE SAW YOU WE THOUGHT YOU WERE DEAD!*

SILENCE!

*SEE STC Nº1 - Megadroid.

DEMON OF ROCKS. SORCERER BLACKSPELL COMMANDS YOU. BRING TYRIS-FLARE TO ME!

COME TO ME!

GULD'S TEETH- HELP ME, GUYS!

KKRKK!

I HAVEN'T TIME TO BOTHER WITH THE OTHER TWO. KILL THEM, RIGIA.

BUT KEEP THE BODIES. I MAY WANT TO BRING THEM BACK TO LIFE AND TORTURE THEM LATER ON.

GET ME OFF THIS THING. WHAT DO YOU THINK YOU'RE DOING, BLACKSPELL?

I'M TAKING YOU TO THE *CORPSELANDS* TO BE SACRIFICED. YOU'LL MAKE A *LOVELY* CORPSE.

SSS

WATCH OUT, LIZARD LADY, YOU COULD HURT SOMEONE WITH THAT!

ON THE OTHER HAND...

ZZZZISS

KLANG!

MOVE YOUR ARM, AX - NOW!

NICE MOVE, GILIUS. I'VE GRABBED THE *KEY!*

ZZIS?

LOOKS LIKE SHE'S OUT OF IT!

ZZI...

KRAK!

HURRY UP WITH THAT KEY...

...I'VE BEEN HANGING AROUND LONG ENOUGH!

YOU GOTTA PROBLEM, LIZARD WOMAN?

SOMETHING WRONG? YOU LOOK FINE TO ME!

ZZSS- WHAT IS THIS INDIGNITY?

LET'S GET OUT OF HERE.

WHERE'RE THE GUARDS?

WHERE'S EVERYONE GONE?

THE CITADEL'S ***DESERTED!*** MAYBE THEY HEARD US COMING!

GRAB SOME WEAPONS.

AX-BATTLER AND GILIUS-THUNDERHEAD ---RIGHT ON TIME!

---I'M TRADER-WIZARD ***PROFFIT.*** I CAN SEE INTO THE FUTURE WITH MY ***SCRYING POOL,*** SO I ALREADY KNOW YOU NEED TWO ***FIRE DRAGON BIZARRIANS!***

FOR TWENTY GOLD PIECES MY FINE BEASTS ARE YOURS!

WHERE IS EVERYONE?

WHY'D WE NEED THE BIZARRIANS?

EVERYONE'S GONE TO THE ***CORPSELANDS*** TO WATCH ***BLACKSPELL*** SACRIFICE YOUR FRIEND TYRIS-FLARE. YOU'LL NEED THE BIZARRIANS TO GET THERE BEFORE THE SACRIFICE---

---LOOK INTO MY SCRYING POOL.

TWENTY GOLD COINS, THAT'S ALL.

GET LOST, BLACKSPELL.

TWENTY MINUTES AND TWENTY GOLD COINS LATER---

YOU ***SURE*** WE SHOULDN'T'VE JUST KILLED HIM AND TAKEN 'EM?

NEVER FIGHT A WIZARD IF YOU CAN AVOID IT. IT'S NOT WORTH THE AGGRO--

ANYWAY, WE'RE IN A HURRY---

THE ENTRANCE TO ***CORPSELANDS.***

HALT! THE SACRIFICE IS STARTING. NO ONE MAY ENTER.

QUICK. KILL HER.

DEMONS OF DEATH, THE SORCERESS LIL-TIMA COMMANDS YOU. ***KILL MY ENEMIES!***

TOC!

TAK

GULD'S ARMPIT!

OH, GREAT. ***MORE*** TROUBLE!

TEK!

NEXT WEEK: DARK GULD'S TOMB!

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10 Complete Sets Plus Binders **50 Triple Packs**

To be given away **FREE!**

Card-collecting - it's all the rage! And the best cards to collect are the new Panini Sega Super Play Cards! A total of 118 cards depicting all the top Sega games and characters from Sonic to Tazmania. There are 16 character cards, 72 game cards explaining game objectives and 30 game play cards giving hints and tips.

For those that cannot wait to collect this fabulous series Sonic The Comic has ten complete sets (including a special display binder) to give away FREE. That's not all. There are 50 other prizes of three packs of Sega Super Play Cards to get your collections started.

How do you get your mitts on these goodies? Easy. Just send a postcard or sealed-down empty envelope with your full name and address printed neatly on it to the address below. The first ten pulled from one of Sonic's old power boots on Monday 5th July (the closing date) will each receive a complete set of the cards plus display binder. The next 50 will each receive three packs of Sega Super Play Cards.

Write to:
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Freebie, 25-31 Tavistock Place,
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STAMP COMPETITION

1. What country puts ESPANA on it's stamps? .....
2. Was the 'PENNY BLACK' the first stamp? .....
3. Does JERSEY issue stamps? .....
4. Do Irish stamps have Eire on them? .....

PRIZES – 25 choice stamps free for each correct answer. 100 different stamps, catalogued at £5. **PLUS** fine facsimile block of 6 unused G.B. 1840 **'PENNY BLACKS', PLUS** facsimile **'PENNY BLACK'** on original cover (genuine originals would be worth about £20,000!). **PLUS 'LUNDY ISLAND'** 1961 miniature sheet of 7 stamps, catalogued 60p, featuring **ERIC BLOODAXE – ALL FREE** for 4 correct answers.
Tell your parents, send name and address for this fabulous offer plus stamp for postage **UNIVERSAL STAMP CO** (Dept. SC 6), Eastrington, North Humberside DN14 7QG

Q Zone

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our operators are standing by to answer your problems. Drop a line to the Q-Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

ROAD RASH II

Codes

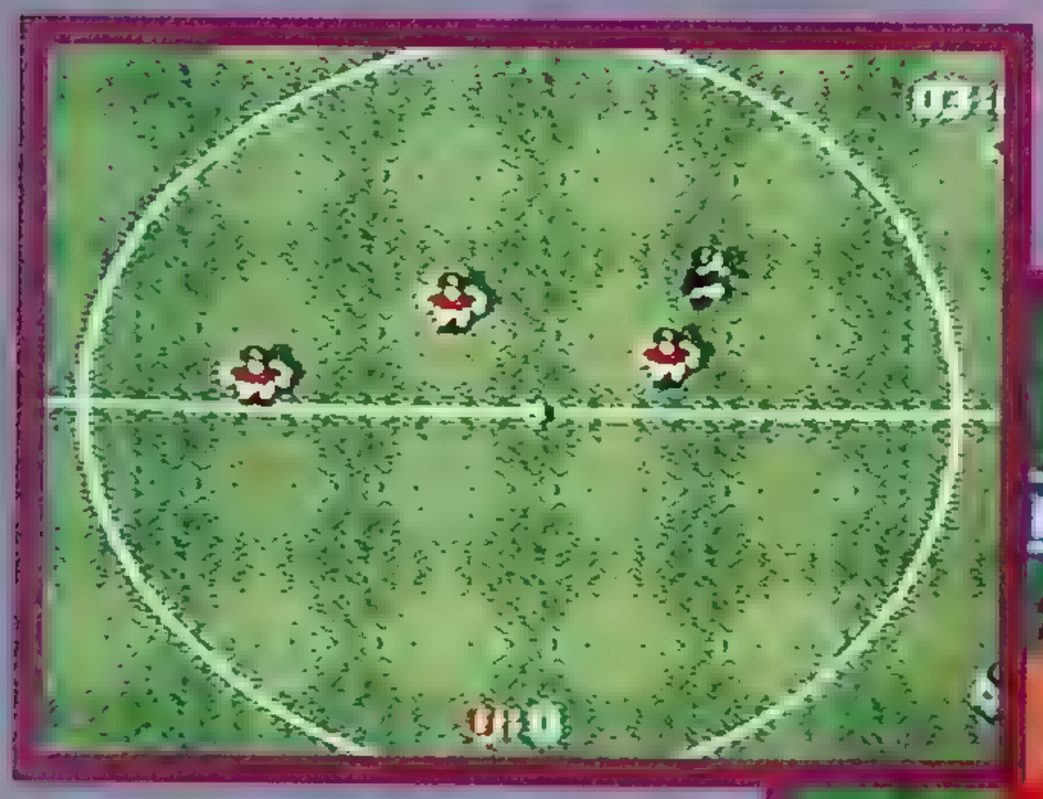
MD

Some cheats for this game have appeared in the Q Zone before, but because of the game's great popularity here are the 1st place codes for each race on every level and what bikes you should buy!

LEVEL	Alaska	Hawaii	Tennessee	Arizona	Vermont
1	00D8 110N	00DH 101B	035P 1130	02J0 117G	02U9 10F5
2	05BH Q10S	038B 1M1V	041Q AN33	05RB 2N73	061R QMFC
3	08DA 3N0P	0AUB 3M1D	06A4 3C30	08T4 RD7M	0DE5 RCF8
4	0G04 KC0K	09ET C918	0DQD 4932	0J4T 4976	0NGD 49FE
5	0QQT 590V	0F6L 5J13	0M44 5J3L	0U1K 517D	25U5 5JFD

LEVEL	MOTORBIKE	CASH+TRADE	BUY
1	Banzai 600	$7,500	$6,500
2	Banzai 750(n)	$14,500	$14,000
3	Banzai 7.11	$27,500	$22,500
4	Diablo 1000(n)	$46,500	$38,000

After the last race on level 5 you will compete in a final race against all the Police, who all try to Bust you so be warned!



Tips

SUPER KICK OFF

MD

Football games have not been brilliant on the Mega Drive, however, Super Kick Off changed all that. The game is certainly the most playable, but to score takes some special moves. If the game is proving difficult try these tips:

There are only two ways to score in this game. You can run down the left/right wing and when you are touching the box move the player around so he runs towards the goal diagonally then immediately press A to shoot.

The second way is more difficult, takes more practice to perfect but makes it possible to win 14-0! Again run down the left/right wing and just after the half-way line goes off the screen press A and LEFT or RIGHT, depending on the way you are shooting, simultaneously. The ball should curve round the goalie into the net!

When playing always select the real grass pitch, the one with the stripes, because it makes scoring much easier. Remember you can mark players which really does make a big difference. Always put them on their defenders to stop them scoring.

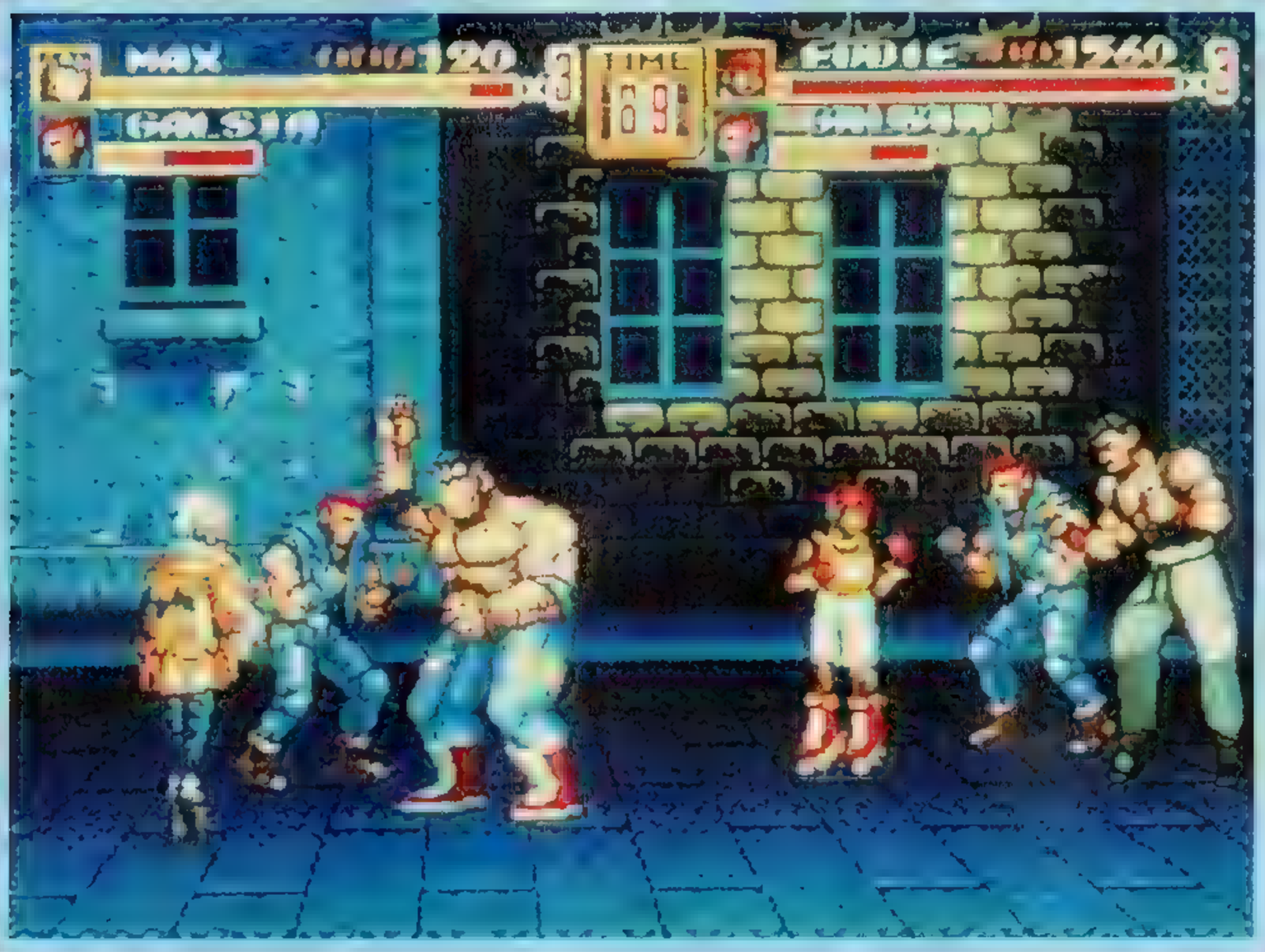
STREETS OF RAGE

Tips

GG

One of the great fighting games available for the Sega hand-held and still riding high in the charts. For those who need extra help to win here is a cheat for level select and to make you invincible.

First go to the Options screen and select the sound test. Play tracks 00 and 01. Then play track 11, pressing buttons 1 and 2 at the same time. Two options will appear on screen allowing you to access the cheat.



WIMBLEDON TENNIS

Tips

MS

With the great tennis championships once more dominating our TV screens, a timely game to help you with. If you keep getting beaten then try this cheat. To obtain maximum speed, maximum power and the best skill level (even better than that nice man, John McEnroe) just enter this password -

PRINCE OF PERSIA

Codes

GG

It must be great being a Prince. All that money so you can buy more games for your Sega system, and free trips around the world. Never mind as the next best thing is playing this game, and here are all of the level codes.

LEVEL	CODE
2	DHJFCK
3	FHKHDG
4	IJFJFU
5	JIMJFB
6	IGGHDO
7	HECFED
8	LGMIEZ
9	PJMLHM
10	KDEFBH
11	KCIFBC
12	RHKLGJ
Final level	RELJED

game genie update

Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

SONIC THE HEDGEHOG 2

Yet more codes for this fairly well-known little game! Where do we get them all?

Sonic stays invincible for longer after hit	982TCAF8
Once invincible stay invincible	ALTACA9J
Only one ring needed to enter Special Stage	AH2TCAH6
Each ring worth 5 in Special Stage (Sonic)	SBJAHYWJ
Each ring worth 5 in Special Stage (Tails)	SBJAHYWR
Need one ring to become Super Sonic (2 parts)	AGZTCACJ+ ACZTCACA
Super Sonic doesn't lose rings	K4ZTCA9N
Start with 50 lives (Player 1)	GJ8AAAD2
Start with 50 lives (Player 2)	GJ8AAAD8

Too easy? Let Megadroid know if you want the codes to make this game a lot harder!

BATMAN RETURNS

So how many times have you killed Batman? Never mind, with these codes the Caped Crusader becomes a superman!

Invincibility - unless you fall	BLYTAA4R
Infinite Batarangs	ALFAAA9N
Infinite smoke bombs	BLGTAA5N
Infinite swarms	BLHTAA8C
Infinite grappling guns	BLJTAA4L
Infinite super-seeking Batarangs	BLLAAA7A
Start with 10 lives	BEFAAABL
Start with 50 lives	GEFAAABL
Start on secret level 1	CHGACAD6
Start on secret level 2	CMGACAD6

TERMINATOR 2
THE ARCADE GAME

Uncle Arnie had to use a shotgun to blow the T1000 apart. You can do it with just a few of these codes...

Always have maximum gun power	AADTAAEL
Infinite energy	RGJAA60C
Infinite rockets & shotgun shells on pick-up	RZ8AA6X0
Start with lots of rockets	XGGABA30
Infinite lives	RZ8AA6V6
Start on trip to Skynet	SF4ABJXL
Start on Skynet	SF4ABNXL
Start on Freeway	SF4AB2XL
Start on the Steel Mill	SF4AB6XL

Q Zone Game Guru: David Gibbon

WONDER BOY in DEMON WORLD part 2

SHION THE WONDER BOY IS TRYING TO FREE SOME VILLAGERS WHO'VE BEEN CAPTURED BY DEMONS FROM DEMON WORLD. THE DEMONS ARE LEAD BY GRIMOMEN THE DEMON LORD.

WONDER BOY!

IT'S BAD ENOUGH FIGHTING DEMONS WITHOUT BEIN' CALLED 'WONDER BOY'.

GRAAARL! DINNER TIME, BOYS!

HOW DID I GET THAT NICK NAME?

GO ON, SHION.

GET 'IM.

MAKE 'EM EAT DIRT.

WHAT ARE YOU WAITING FOR?

WASTE THE WONDER BOY!

WHY COULDN'T THEY'VE CALLED ME *SLAYER* OR *MONSTER MANGLER*? SHION THE BARBARIAN?

OH, GOLLY! I'D BETTER GO!

Script: Mark Eyles **Art:** M. DJ. Boyann **Lettering:** Steve Potter

AROOOOOO!

BLOOOOOD!

DINNER!

I'LL HAVE TO GO BACK AND RESCUE THE VILLAGERS LATER.

OH, *SHOOT!* NO PLACE TO RUN.

NO TIME TO CONTROL THIS.

LET *MAGIC* APPEAR AND SPELL ME A *QUAKE.*

AAAAAAA

EEEEE

KARUMBANG

AWK! WAS TOO...

!!!

...POWERFUL!

YEEOO...

BOK

...OOUCH

BOK

UHK...

KERBOK!

THE NEXT MORNING.

OOOOP?

WHA-? THAT'S JUST WHAT I NEED.

ONE OF MONSTER WORLD'S STUPID MONKEYS BOTHERING ME.

OOOAARP!

GOTTA FIND THE DEMONS. THEY WERE HEADING FOR THE COAST.

GO AWAY, MONKEY. I DON'T *WANT* TO KILL YOU...

POISON CRABS. A TROPICAL PARADISE THIS AIN'T!

THE DEMONS'LL END UP AT *FISHERTON*.

AROOO?

THE FISHING VILLAGE OF FISHERTON.

FOUND 'EM. THERE'RE THE DEMONS — HOPE I'M NOT TOO LATE!

JELLYFISH! WHY DO THEY DO THAT? REAL HANDY, THOUGH!

SPUCH!

DON'T LISTEN TO HIM! YOU'VE GOT TO *FIGHT*. THEY'RE OUT TO GET YOU!

WAAAAH!

NO! PUT HER DOWN — OR TASTE MY SWORD!

NEXT ISSUE : THE DEMON'S CLAW!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

Tails-less

Dear STC,

I love the mag. I love the strips. I love the features. I love freebies - and it is excellent value for money. My only major gripe is Tails. Sega have really underestimated him. They probably don't know this but most people, including me, prefer him to Sonic (not that we don't like Sonic!). The most we saw of Tails in STC 1 was as a free sticker, a SONIC 2 badge, a screenshot in the Q Zone and when Sonic announced that he might be in trouble.

Please include him in more future issues.

Long Live STC!

MARTIN BRAID, WETHERBY, YORKS. SONIC BADGE WINNER.

As you will have seen by now, Martin, Tails is very much part of Sonic's adventures - and he really was in trouble! Lots more Tails action to come.

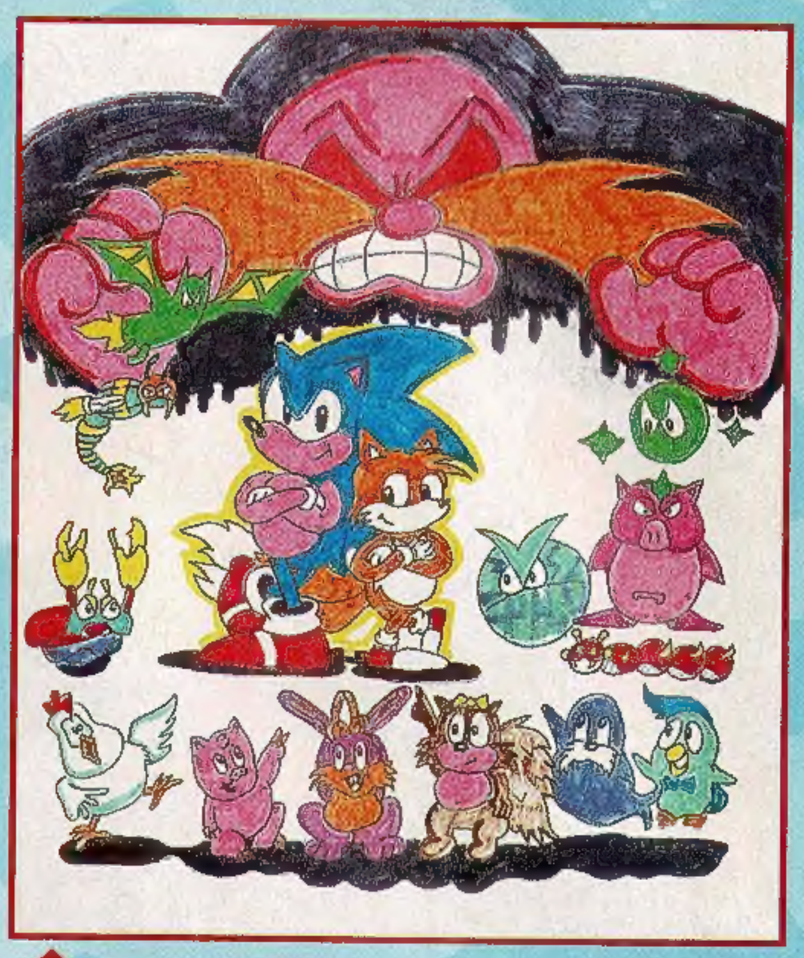
Questions

Dear Sonic,

How come you are blue and can run so fast if you are a hedgehog? Why isn't there a strip for Ecco and could you tell me a cheat for Kid Chameleon?

LEO HARDT, LONDON. MD OWNER. SONIC BADGE WINNER.

Watch for Sonic's origin story coming up soon. Keep an eye open for Ecco. Check out the Q Zone for Kid Chameleon tips.



THE GANG'S ALL HERE!
Simon Queen, Buckley, N. Wales. MS owner. Sonic badge winner.

Poster Power

Dear STC

I've read your first issue and I think it's great.

Will you be doing any very big posters of KID CHAMELEON or any others in your future issues?

C. 'GAME FREAK' THOMPSON, GOSPORT, HANTS. SONIC BADGE WINNER.

Hope you like the giant Sonic poster in this issue, Game Freak. As for others, well, what do you think? Don't forget KID CHAMELEON starts his own brand new comic strip in STC 7.

SONIC THE RACER
Michael Ridd, Deal, Kent. Sonic badge winner.

No Rip-off

Dear STC,

I am writing to congratulate you on such an excellent comic and for keeping it at such an excellent price. Most mags nowadays are a total rip-off. I am a Game Gear owner and when I heard that such an excellent comic was out at such a low price I rushed over to the newsagent to get it.

Keep up the great work.

ANDREW WIGGER, WORSLEY, MANCHESTER. GG OWNER. SONIC BADGE WINNER.

Of course you know why STC is at such a low price, don't you, Andrew? It's because those humes who think they run this comic don't pay me a penny - not even a can of oil! Still, as long as you're happy, I'm happy.

Bonkers

Dear Megadroid,

Thanks to your Q Zone I can now complete SONIC 2 and ROAD RASH 2.

Thanks also for the totally brill stickers. I've stuck them in my Sonic folder and Sonic pencil case.

Oh, if you haven't got my Data Strip I rated your first issue 100%. All I can say now is I can't wait until issue two of STC because I'm Sonic bonkers!

JAMES KENNEDY, SEVENOAKS, KENT. MD OWNER. SONIC BADGE WINNER.

I did get your Data Strip, James. I'm pleased to say you weren't the only one to rate STC 1 at 100%. Seems nearly everybody thought the same!

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

NEXT ISSUE

HEAD FOR THE NEXT LEVEL!

THE ULTIMATE IN COMIC STRIP ACTION

SHINOBI - IN THE HALL OF THE MONKEY-KING!

WONDER BOY

Goes after those demons!

GOLDEN AXE

Tyris goes under the axe!

SONIC

Goes Badnik!

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DATA STRIP

Fill in & send to:
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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 3 OF STC?

☐ %

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